

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



VIRGIN

You are safe from the Demon.



SOLDIER

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



LIBRARIAN

You start knowing that 1 of 2 players is a particular Minion.



INVESTIGATOR

Each night, you learn how many of your 2 alive neighbors are evil.



EMPATH

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



SLAYER

You start knowing how many pairs of evil players there are.



CHEF

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



MONK

Each night*, you learn which character died by execution today.



UNDERTAKER

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



FORTUNE TELLER

If you die at night, you are woken to choose a player: you learn their character.



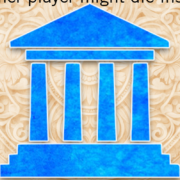
RAVENKEEPER

You start knowing that 1 of 2 players is a particular Townsfolk.



WASHERWOMAN

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



MAYOR

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



DRUNK

If you die by execution, your team loses.



SAINT

You might register as evil & as a Minion or Demon, even if dead.



RECLUSE

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



BUTLER

There are extra Outsiders in play. [+2 Outsiders]



BARON

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



SCARLET WOMAN

Each night, choose a player: they are poisoned tonight and tomorrow day.



POISONER

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



SPY

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober and healthy.

BEGGAR

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

THIEF

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

BUREAUCRAT

If a player of your alignment is executed, you might be executed instead.

SCAPEGOAT

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

GUNSLINGER

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

IMP

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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IMP

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

PREACHER

You start knowing 1 good player.

STEWARD

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

CULT LEADER

Each night, choose a player: you learn their alignment. (+0 to +2 Village Idiots. 1 of the extras is drunk)

VILLAGE IDIOT

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VILLAGE IDIOT

Each night, learn which player the Storyteller believes you should talk to most.

HIGH PRIESTESS

You start knowing 2 players that are not the Demon.

KNIGHT

Once per game, at night, choose a player: they learn you are the Nightwatchman.

NIGHTWATCHMAN

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

SHUGENJA

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

BALLOONIST

Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.

ACROBAT

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



ALSAAHR

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination."



BANSHEE

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



BOUNTY HUNTER

Once per game, during the day, visit the Storyteller for some advice to help your team win.



FISHERMAN

When you die, the Storyteller gains a Minion ability.



PLAGUE DOCTOR

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



OGRE

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



HATTER

If there are 5 or more players alive, you must vote for every nomination.



ZEALOT

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



POLITICIAN

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



HARPY

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



XAAN

On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



WIDOW

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



WIZARD

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



VIZIER

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



ORGAN GRINDER

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



GOBLIN

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



BOFFIN

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



SUMMONER

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.



GNOME

Each night*, choose a player: they die.
(Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders)



LORD OF TYPHON

Each night*, choose a player: they die.
[You choose which players are which Minions. -? to +? Outsiders]



KAZALI

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



OJO

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



YAGGABABBLE

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]



LIL' MONSTA

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



JUGGLER

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



MATHEMATICIAN

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



SAVANT

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



SNAKE CHARMER

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



SEAMSTRESS

Each night*, you learn how many dead players are evil.



ORACLE

If the Demon kills you, you learn that it is 1 of 2 players.



SAGE

You start knowing how many steps from the Demon to its nearest Minion.



CLOCKMAKER

Each night*, you learn if a Minion nominated today.



TOWN CRIER

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



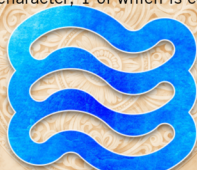
PHILOSOPHER

Once per game, during the day, privately ask the Storyteller any yes/no question.



ARTIST

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



DREAMER

Each night*, you learn if a Demon voted today.



FLOWERGIRL

If you are 'mad' about being an Outsider, you might be executed.



MUTANT

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



KLUTZ

When you die, 1 player is drunk from now on.



SWEETHEART

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



BARBER

Each night, choose a player & a good character: they are 'mad' they are this character tomorrow, or might be executed.



CERENOVUS

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



PIT-HAG

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



WITCH

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



EVIL TWIN

If you were funny today, you cannot die by exile.



DEVIANT

Each day, after the 1st execution, you may nominate again.



BUTCHER

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



HARLOT

Once per game, at night*, choose a dead player: they regain their ability until dusk.



BONE COLLECTOR

Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.



BARISTA

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



VORTEX

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



FANG GU

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



FANG GU

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



VIGORMORTIS

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



NO DASHII

If the Demon kills the King, you learn which player is the Demon. [+the King]



CHOIRBOY

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



KING

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]



ATHEIST

The Demon thinks you are a Minion. Minions think you are a Demon.



MAGICIAN

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



CANNIBAL

You start knowing 3 players, 1 and only 1 of which is evil.



NOBLE

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



AMNESIAC

Minions & Demons do not know each other. If you die, they learn who each other are that night.



POPPY GROWER

